

NINTENDO DS™

NTR-AZKE-USA

## ACTION PUZZLE GAME



# ZOO KEEPER



EmuMovies

## INSTRUCTION BOOKLET



IGNITION  
entertainment

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration or liquid.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- DO NOT OPERATE THE NINTENDO DS WHILE USING THE WIRELESS FEATURE WITHIN 9 INCHES OF A PACEMAKER.
- IF YOU HAVE A PACEMAKER OR OTHER IMPLANTED MEDICAL DEVICE, DO NOT OPERATE THE NINTENDO DS WHILE USING THE WIRELESS FEATURE without first consulting your physician or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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THIS GAME CARD WILL WORK ONLY WITH  
THE NINTENDO DS™ VIDEO GAME SYSTEM.



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*Thank you for purchasing Zoo Keeper, only for the Nintendo DS™ system.*

## TOUCH SCREEN BASICS

There are two basic Touch Screen control methods, using either the Nintendo DS™ stylus or Nintendo DS Wrist Strap (touch strap).

### TOUCH THE TOUCH SCREEN WITH THE STYLUS WITH THE TOUCH STRAP

To "touch" is to lightly touch the screen in a single place using the stylus, etc.



### SLIDE WITH THE STYLUS WITH THE TOUCH STRAP

To "slide" is to keep light contact with the Touch Screen and to then slide across the screen using the stylus, etc.



## SCREEN

- ☐ Only operate the Touch Screen using the special Nintendo DS stylus, Nintendo DS Wrist Strap or other implements indicated by individual games.
- ☐ Do not use a damaged or disfigured stylus or implement.
- ☐ Do not press down hard when sliding or touching the Touch Screen.
- ☐ Do not use any implements on the top screen.

## DS WIRELESS COMMUNICATION (DS WIRELESS PLAY)

### HOW TO SET UP.

#### REQUIRED ITEMS.

Nintendo DS™ system.....	2
Zoo Keeper Game Card.....	1

### CONTROLS FOR 1P SYSTEM (HOST)

1. Make sure that power to the system is off and then insert the DS Game Card.
2. Turn on the system's power. The DS startup menu will appear.
3. Touch Zoo Keeper.
4. See p.18 for subsequent setup controls.



Game select screen

### CONTROLS FOR SYSTEMS OTHER THAN THE 1P (CLIENT)


1. Turn on the system's power. The DS startup menu will appear.
2. Touch "DS Download Play." The game select screen will appear.
3. Touch Zoo Keeper. The game confirmation screen will appear.
4. If this is correct, touch "Yes." Data download from the 1P will begin.
5. See p.18 for subsequent setup controls.




Game confirmation screen

## CAUTION! COMMUNICATION PLAY

Be aware of the following points during communication play.

\* The  icon displayed on the DS menu screen and on game menus is the DS Wireless Communication compatibility icon (DS Wireless Icon). Selecting a menu displaying the DS Wireless Icon will turn the Wireless Communication function on. Never select this option when playing in locations where wireless communication is forbidden, such as airplanes, hospitals, trains and buses.

The  input signal status icon displayed on the screen during communication play displays the strength of the incoming signal. The stronger this signal, the better communication play will be.

				
Number of Antennae	0	1	2	3
Strength of Signal	Weak ← → Strong			



DS Wireless Communications are switched on when the power indicator LED flashes irregularly.

### IN ORDER TO MAXIMIZE COMMUNICATION PLAY, TAKE NOTE OF THE FOLLOWING POINTS.

- ☐ Keep the players within 10m of each other, or with at least 2 antennae displayed on the input signal status icon.
- ☐ Players should face each other.
- ☐ No people or other objects should be in-between the players.
- ☐ Some appliances (wireless LAN, microwaves, cordless phones etc.) may cause interference to wireless play. In the event of such interference, either move to a different location or cease use of the source of the interference.



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# STORY

In the historic zoo on the outskirts of town, the animals were fed up with the arrogant zookeeper and so they started a riot.

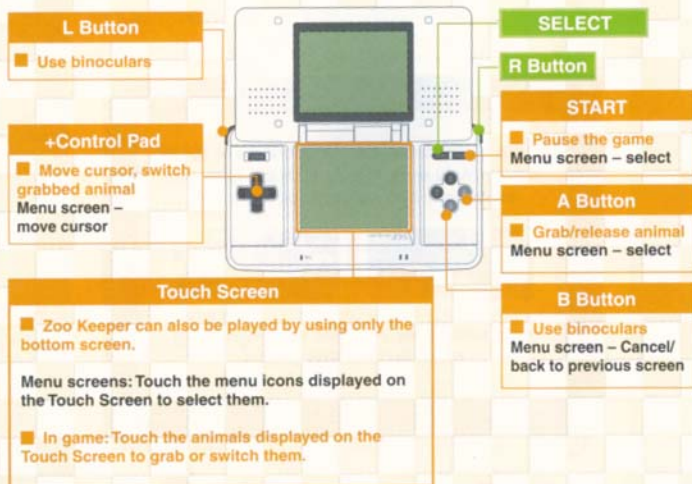


As a zookeeper yourself, you must bring order back to this chaos.



# CONTROLS

Here are the basic controls for playing Zoo Keeper.



\* The L Button and R Button also are used on the Name Entry and Ranking screen.

# GETTING STARTED

Once the game loads, the title screen and main menu will be displayed. Either touch the Touch Screen or use the +Control Pad and the confirmation button to select an option from the menu.

## MAIN MENU

- **Game Start** – Proceed to the game mode select screen.
- **How To Play** – View an explanation of game rules and the game story.
- **Ranking** – View the high scores for each mode.



## MODE SELECT

Zoo Keeper has five game modes.



### ■ Normal

This is the normal game mode. Each level has a quota, and you must capture the required number of animals to fill it! Completion of the quota advances you to the next level.



### ■ Tokoton

Play just to capture as many animals as you can! Capture 100 of the same animal to level up – increasing the difficulty, but also increasing your point multiplier!



## ■ Quest

Attempt to clear 10 stages of challenging quests. Complete all 10 and your results will be displayed.



## ■ Time Attack

Race to get as high a score as possible within a six-minute time limit.



## ■ 2P Battle

Two players can go head-to-head using two Nintendo DS systems. Reduce your opponent's timer by capturing animals. The first whose timer reaches zero loses the game. [see p. 15](#)



## ■ Options

In Options, you can alter difficulty, background music, sound effects, and turn voices on or off. [see p. 16](#)



## ■ Back to Title Screen

Return to main menu (title screen).

An explanation of how to play Zoo Keeper.

## THE GAME SCREEN



### ■ CURRENT SCORE

Indicates your current score.

### ■ REMAINING BINOCULARS

Indicates the number of binoculars remaining.

### ■ LEVEL

Indicates your current level.

### ■ QUOTA

Indicates the number of animals required to clear the current level.

### ■ CAPTURED ANIMALS

Indicates the number of animals you have captured. Once you reach the quota for a given animal, it will go dark.

### ■ LUCKY ANIMAL

This animal is worth double points when captured.

### ■ TIMER

Gradually decreases during play, but recovers when you capture an animal. The game is over if the timer falls to zero.

## BASIC RULES

### ■ CAPTURING ANIMALS

In order to capture an animal, you must line up (either horizontally or vertically) three of the same kind of animal by switching them with surrounding animals. You can use the Touch Screen or the buttons to switch animals.



1 Grab a monkey...



2 Switch it with that panda...



3 Monkeys captured!

### Control with the Touch Screen

Touch an animal on the Touch Screen to grab it, and then touch the animal you wish to switch it with. You can also switch animals by sliding the stylus into the desired position after grabbing an animal.

### Control with Buttons

Use the A Button to grab an animal, and then press the +Control Pad in the direction you wish to switch the animal to. You can release a grabbed animal by pressing the A Button again.



## ■ BINOCULARS

To use binoculars, press the B Button or L Button, or touch the binoculars icon on the Touch Screen. When used, all animals that currently can be captured will be displayed larger on the screen. You only have a limited number of binoculars. However, extra binoculars will be awarded for gaining a certain number of points.



## ■ SPECIAL PANELS

The picture on a special panel changes rapidly. You can stop this roulette by selecting a special panel with the A Button or by touching it. You then will capture all the animals of the same type as the panel stops on.



## ■ NO MORE MOVE

"No More Move" means that there are no animals left that can be captured. All the animals will change and you will be awarded bonus points according to the level.



## ALTER GAME SETTINGS

**Difficulty** : Select the difficulty of the game.

**BG** : Turn the background music on or off.

**SE** : Turn the sound effects on or off.

**Voice** : Turn voices on or off.

**Sound** : Listen to the background music and sound effects used in the game.

## NAME ENTRY AND RANKING

Achieve a good result in any of the game modes and you will be able to enter your name.

**+Control Pad** : Move the letter entry cursor.

**A Button** : Enter a letter.

**B Button** : Delete the previously entered letter.

**START** : Jump the cursor to OK.



Selecting "back" will return the cursor in the name box one to the left. "Forward" will move the cursor forward, one to the right.

You can view names and results from Ranking on the main menu. Rank 1 to rank 10 are saved. Use left and right on the +Control Pad or the L and R Buttons to change the mode displayed.

*\* If you continue, your points are reset and the previous score cannot be entered into the rankings.*

## 2P BATTLE

Zoo Keeper allows two people to play head-to-head via the Nintendo DS system's DS Wireless Communication. Two Nintendo DS systems and one Zoo Keeper Game Card are required in order to play the 2P Battle mode.

*\* Zoo Keeper only supports Single-Card Play. See "DS Wireless Communication (DS Wireless Play)" (see p. 5) for more details on DS Wireless Communication (DS Wireless Play).*

### GETTING STARTED

#### ■ PLAYER WITH ZOO KEEPER GAME CARD (HOST)

Select "2P Battle" from the mode select screen and the rules for battle games will be displayed. Touch the Battle Start icon or press the A Button or START to proceed to the communication setup screen.

#### ■ PLAYER WITHOUT ZOOKEEPER CARD (CLIENT)

Select "DS Download Play" from the DS menu screen. Games currently available for download will be displayed. Select Zoo Keeper. Once download is complete, the versus game will begin.

## 2P BATTLE

### 2P BATTLE RULES

The upper screen displays your opponent's screen. Capture animals to reduce your opponent's timer. The player who runs out of time first loses the game. The longer the combo you can cause, the more time your opponent will lose. A 2P battle is best of three, with the first to two wins declared the winner.

### ITEMS



**Heart**  
Restores your timer.



**Bucket**  
Changes your opponent's animal color.



**Binoculars**  
Displays animals that can be captured.



**Zookeeper**  
Change one type of animal on the opponent's screen into an obstructing zookeeper panel.

## CHARACTERS

### MAIN CHARACTER

A zookeeper at the troubled zoo.



### HEAD ZOOKEEPER

The boss at the troubled zoo.





#### CAUTION - BACK UP FUNCTION

- ☐ The Nintendo DS Game Card has a back up function which saves game results and mid-game data.
- ☐ Please be aware that any data lost due to unnecessary turning ON or OFF of the Power Button, removing the Game Card while the power indicator LED is lit, mistaken control or dirt in the connectors cannot be recovered.

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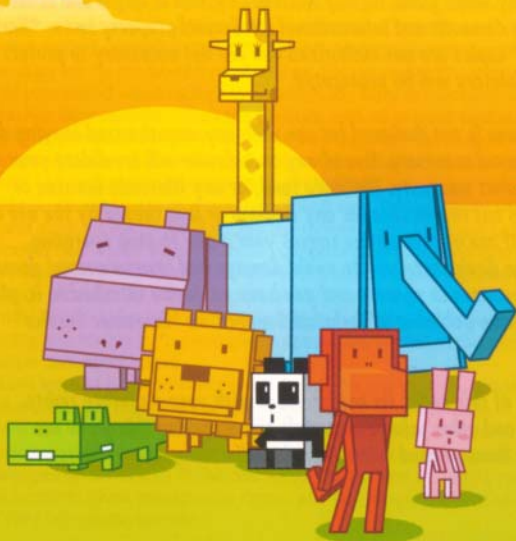
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**Rev-D (L)**



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